CHILDREN'S PROGRAMMING COMMERCIAL LIMIT COMPLIANCE DISCREPANCY REPORT

CHILDREN'S PROGRAMMING COMPLIANCE

- I, Rick White, in my capacity of Regional Program Coordinator of WSYX/ABC6, Columbus, OH, hereby certify that for the period from October 1, 2007 to December 31, 2007:
- 1. I am familiar with the commercial limits imposed by Section 73.760 of the FCC's rules (no more than 12 minutes per hour of commercial material may be broadcast during children's programming* during the week, and no more than 10 ½ minutes per hour on the weekends);
- * 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.

CHILDREN'S PROGRAMMING COMMERCIAL LIMIT COMPLIANCE DISCREPANCY REPORT

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- I, Rick White, in my capacity of Regional Program Coordinator of ESYX/MyTV, Columbus, OH, hereby certify that for the period from October 1, 2007 to December 31, 2007:
- 1. I am familiar with the commercial limits imposed by Section 73.760 of the FCC's rules (no more than 12 minutes per hour of commercial material may be broadcast during children's programming* during the week, and no more than 10 ½ minutes per hour on the weekends);

* 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.

WEBSITE CERTIFICATION

I, Rick White, in my capacity of Regional Program Coordinator hereby certify that for the period from <u>October 1, 2007 to December 31, 2007</u>, television broadcast station WSYX/ABC6 (Columbus, OH) has complied with the FCC's Website Rule relating to children's programming.

Signature

Print Name

Date

ABC COMMERCIAL LIMITS

AND WEB SITE RULE COMPLIANCE CERTIFICATION,

FOURTH QUARTER 2007

FOLLOWING IS A LIST OF ALL ABC TELEVISION NETWORK PROGRAMS DESIGNED FOR CHILDREN TWELVE YEARS OLD AND YOUNGER THAT WERE SCHEDULED FOR BROADCAST DURING THE FOURTH QUARTER OF 2007, OCTOBER 1, 2007 THROUGH DECEMBER 31, 2007. THIS CERTIFIES THAT ALL OF THESE PROGRAMS WERE FORMATTED (IN THE ORDER AND AT THE TIMES INDICATED) TO ALLOW FOR NO MORE THAN 10.5 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKENDS AND 12 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKDAYS, OR HALF THAT ALLOTTED TIME FOR AN ISOLATED HALF HOUR OF CHILDREN'S PROGRAMMING.

IF THE NETWORK SCHEDULED A HALF-HOUR CHILDREN'S PROGRAM

CONTAINING 5.5 COMMERCIAL MINUTES IN A CLOCK HOUR WITH A NON-CHILDREN'S

PROGRAM, THE NUMBER OF NETWORK COMMERCIAL MINUTES IN THE CHILDREN'S

PROGRAM WOULD HAVE BEEN DECREASED TO COMPLY WITH THE COMMERCIAL

LIMITS.

Children's Weekend Programs (series)

1. Program: The Emperor's New School

Duration: Half-hour (Saturdays, 9:00-9:30 AM NYT)

Number of Network Commercial Minutes: 4:30

2. Program: The Replacements

Duration: Half-hour (Saturdays, 9:30-10:00 AM NYT)

Number of Network Commercial Minutes: 5:00

3. Program: That's So Raven

Duration: Half-hour (Saturdays, 10:00-10:30 AM NYT)

Number of Network Commercial Minutes: 4:30

4. Program: That's So Raven

Duration: Half-hour (Saturdays, 10:30-11:00 AM NYT)

Number of Network Commercial Minutes: 5:00

5. Program: Hannah Montana

Duration: Half-hour (Saturday, 7:30-8:00 AM NYT)

Number of Network Commercial Minutes: 5:00

6. Program: The Suite Life of Zack and Cody

Duration: Half-hour (Saturdays, 7:00-7:30 AM NYT)

Number of Network Commercial Minutes: 4:30

7. Program: Power Rangers: Operation Overdrive

Duration: Half-hour (Saturdays, 6:00-6:30 AM NYT)

Number of Network Commercial Minutes: 5:00

8. Program: Power Rangers: Operation Overdrive

Duration: Half-hour (Saturday, 6:30-7:00 AM NYT)

Number of Network Commercial Minutes: 4:30

Children's Weekend Specials

None

Children's Weekday Programs

None

Children's Weekday Specials

Winnie the Pooh & Christmas Too

Duration: 28 minutes (Tuesday, December 11, 2007, 8:32-9:00 PM NYT)

Number of Network Commercial Minutes: 4:00

* * * * *

ALL ABC TELEVISION NETWORK PROGRAMS DESIGNED FOR CHILDREN TWELVE YEARS OLD AND YOUNGER, SCHEDULED FOR BROADCAST DURING THE FOURTH QUARTER OF 2007, COMPLIED WITH SECTIONS 73.670(b), (c) AND (d) OF THE RULES OF THE FEDERAL COMMUNICATIONS COMMISSION, 47 C.F.R. § 73.670(b), (c) AND (d). NONE OF THESE PROGRAMS, AND NO PROMOTIONAL OR PUBLIC SERVICE ANNOUNCEMENTS SCHEDULED BY THE ABC TELEVISION NETWORK WITHIN OR ADJACENT TO THOSE PROGRAMS, CONTAINED ANY URLS, WITH THE POSSIBLE EXCEPTION OF (a) FICTIONAL URLS IN PROGRAMMING, (b) URLS OF COMMERCIAL-FREE WEBSITES THAT SATISFY 47 C.F.R. § 73.670(b), OR (c) URLS, NOT UNDER THE CONTROL OF THE LICENSEE, OF NON-PROFIT OR GOVERNMENT ENTITIES WITHIN PUBLIC SERVICE ANNOUNCEMENTS AIRED ON BEHALF OF THOSE ENTITIES, OR MEDIA COMPANIES IN PARTNERSHIP WITH THOSE ENTITIES.

	Affiliate Relations	
)ate:		



Sabrina's Secret Life

Curriculum Statement

Mission: To support and promote positive social learning by providing engaging models of character development and life skills while entertaining 9 - 12-year-olds.

Need: Parents of grade school children (ages 7 - 12 years) consistently identify such characteristics as honesty, perseverance, independence, self-efficacy, respect for diversity, and such life skills as getting along with others, literacy, good study habits, helping, sharing, and general civility as critical to their children's development. Moreover, they as consistently complain about the difficulty of locating television programs that model positive attributes such as these for young viewers.

There is little question that children can benefit from such programming. Between the ages of eight and twelve, children's lives change dramatically. The years between the end of grade school and junior high mark a transition from relative dependence to relative independence – from a world in which most activities still revolve around the immediate family to one marked by growing mobility and contact with new people, new situations, new ideas. During these years, children face the task of figuring out how to continue to relate and interact in the family at the same time they begin to establish independence and to explore new information and respond to new demands from "outside" the family.

This is not an easy task. New situations confronting children as they approach junior high school create a good deal of uncertainty. These 'tweens' begin to experience a pull between the world of "my family" and the world of "me and my friends." They explore how to function as independent beings at almost the same moment their concern with the opinions and evaluations of others – particularly other kids – begins to grow. Small wonder that many find the world a scary place. Small wonder that so many parents and teachers bemoan the dearth of models and "scripts" that can help show children how to get along with others, develop self-reliance and good character, establish individuality and fit in at the same time. Small wonder parents call for more television programming portraying the kinds of values and behaviors that help promote children's successful navigation of these critical years.

Concept: Sabrina at fourteen...half mortal, half witch, struggling to master both roles as she enters the confusing world of junior high school. Sabrina's lessons in how to be a good witch are demanding, but no more so than what she must learn in order to be a good human. Witching lessons in levitation, incantation, and prestidigitation are tough, but learning such human attributes as loyalty, honesty, self-efficacy, tolerance, perseverance, independence...these are true challenges. Each week, as Sabrina confronts her two sides,

she discovers that the magic of becoming human is even more demanding and more powerful than the magic of the Netherworld.

Approach: Mix one fourteen-year-old witch in the making, one centuries old wizard trapped in the edgy persona of an urbane black cat, and two 400-year-old Netherworld aunts in the bodies of young adults. Add one junior high populated by a nasty full blooded witch named Cassandra, a dream-boat called Harvey, a best friend and confidant named Maritza, and assorted teachers, coaches, classmates, and hangers-on. Blend in some homework assignments, drama tryouts, cookie-selling competitions, and assorted junior high school catastrophes. Then and add an occasional warlock, dragon, bogeyman, or Attila the Hun. If you think newts and lizard tails make a potent potion, wait 'til you see the wild, wacky and wonderful prosocial lessons that bubble up from this brew!

Sabrina – thirteen years old, half mortal, half witch, and in love with life. She approaches school, friendship, and growing up with enthusiasm. No challenge is too big, but life can sometimes be terribly confusing. As she struggles to understand and master her human side, Sabrina provides an excellent role-model for the nine to twelve year old audience. She is young, enthusiastic, cool (what half witch wouldn't be?), and faces many of the same kinds of issues and problems that most contemporary tweens encounters. And she deals with these issues and problems in concrete ways that are relevant to the lives to today's kids.

Sabrina is positive, self-reliant, competent...and open to new ideas. She listens, learns from her mistakes, and does what is necessary to reinforce the lesson for others. With the help, guidance, and explicit comments of Salem (an ancient wizard turned into a sardonic but insightful cat) and Hilda and Zelda (four-hundred-year-old, "aunts" assigned to help Sabrina become a fully functioning witch), both Sabrina and the viewing audience confront engage important information about what it takes to become a positive human being.

Attractive characters; entertaining story lines that mirror the kinds of issues and situations that concern children in middle childhood; and stories that examine those issues in concrete, explicit terms that children can understand – all these make Sabrina's Secret Life a prime example of the power of combining entertainment and education.

E/I ISSUES & SYNOPSES

SAS111 AT THE HOP

Trying to help Sabrina, Maritza asks Harvey to a girl's choice dance in order to save him from Cassandra. When Sabrina finds out about her best friend "dating" Harvey, she gives Maritza no chance to explain. She accuses her best friend of betraying her, and even goes so far as to team with Cassandra to seek revenge on Maritza. Fortunately, Sabrina eventually discovers that good friends must trust each other, and her friendship is saved.

E/I Issue(s): friendship; trust

SAS112 SCHOOL SPIRIT

Because she is frustrated at continually coming in second best into Cassandra, Sabrina ignores Mr. Snipe's admonition that "doing one's best is far more important than being the best," and resolves to do whatever it takes to be best...to win at all costs. A contest to see who can sell the most cookies to raise money for the school turns into pandemonium because Sabrina uses forbidden magic to help her attain her goal. Ultimately she learns that one does not have to be the best to be a winner; the important thing is simply always to do one's best.

E/I Issue(s): doing one's best

SAS113 I'M A SLAVE FOR WHO?

Harvey is involved in so many activities that he has little time for Sabrina. If only her were different! Sabrina finally becomes so frustrated that she casts a spell that turns Harvey into her "love slave." But she finds that having Harvey fawning over her every minute of the day is no fun, and much more than she bargained for. But when she tries to turn him back into his old self, she messes up the spell, and Harvey becomes someone who loves himself more than anything in the world. Before things get straightened out, Sabrina learns how important it is to appreciate people for who they are, not who she would like them to be.

E/I Issue(s): accepting people as they are

SAS114 <u>PUTTING OFF</u>

Sabrina often puts things off until the last possible minute...cleaning her room, straightening her closet, and this time, writing an important history report on Attila the Hun. When it turns out that her assumption that Salem knew all about Attila is wrong, the only thing left to do is call the Hun back from history. Trouble is, he doesn't want to return to history, and neither does Ghengis Kahn, who also shows up. The two are on the verge of conquering Greendale. Sabrina must figure out how to get them to return to their own century – and she must face the fact that procrastination leads to all sorts of unfortunate consequences.

E/I Issue(s): Procrastination

SAS115 JUST A RUMOR

When Sabrina helps spread and then becomes a victim of a rumor, she decides to find out who is spreading them. It appears to be Cassandra, and in an attempt to teach her a lesson, Sabrina goes to the Rumor Mill, the source of all rumors. She tries to start one little, harmless rumor about Cassandra to teach her a lesson, but ends up letting hundreds of rumors free – so many that they threaten to take over Greendale. Before she figures out a way to get rid of them, Sabrina learns that there is no such thing as a harmless rumor – and that only the truth shall set you free.

E/I Issue(s): spreading rumors

SAS116 GREEN EYED MONSTER

First Sabrina experiences jealousy because Harvey is being nice to Cassandra. Then an accident in potions class sets free a green-eyed worm – Sabrina's jealousy. Soon,



HORSELAND

Curriculum Statement

Mission: To promote and reinforce positive social skills, interpersonal interactions, and character development to 9- through 11-year-olds via the portrayal of the actions and experiences of positive social models in the context of engaging and entertaining stories.

Target age range: 9 - 11 years.

Need: Surveys consistently find that parents want their children to acquire a range of positive attributes and abilities. Personal interviews and national surveys (e.g. The General Social Survey) consistently reveal the importance to parents of such personal characteristics as honesty, good sense and judgment, responsibility, independence, self-confidence, perseverance, etc., and such social attitudes and skills as consideration for others, respect for diversity, cooperation, friendliness, getting along with others, cooperation, and more. Many parents also note that it is difficult to find age appropriate television programs that model such attributes for young viewers, particularly those approaching the teen years.

Concept and Approach: Take a riding stable devoted to teaching dressage to young people, mix in half a dozen "tweens" from very different backgrounds, and a stable full of jumping horses (also from very different backgrounds) who, when people are not around talk to each other; add to the conversation the voices of one supercilious cat, one very curious pig, and a wise, old barnyard-dog, and you have a recipe for an almost unending supply of stories about how kids can learn to get along, accept responsibility, and develop self-confidence, self-esteem, and a strong, positive character. *Horseland* isn't just a stable where kids learn to ride and take care of their animals. It's a microcosm ... a small world in which three pre-teen girls and a boy encounter and learn to resolve many of the same kinds of problems and issues that most kids face in their daily lives as they struggle to become positive, productive adults.

Each week, Sarah (a child of wealthy parents), Alma (a first generation Hispanic), Molly (an African-American from the city), and Bailey (son of the stable's owners) strive to become the best competitive riders they can possibly be. This entails learning not only the finer points of dressage, but also how to take care of their horses, the stable, and each other. As their friendship grows, they confront problems that put their honesty, their integrity, their self-confidence ... and sometimes even their friendship to the test. Their problems, and how they deal with them, serve to provide concrete examples of positive social behavior that can serve as excellent models for the viewing audience.

But *Horseland* goes a step further than simply portraying positive social models. The animals that inhabit Horseland have the power to speak to each other. And speak they do, often and raising questions about and commenting on the "strange" behavior of their young caretakers. Fortunately, the most stable and steady voice among the animal chorus is that of Shep, and old barnyard dog. He has been around long enough to have seen several generations of youngsters pass through Horseland, hence to have some pretty clear ideas about how people in general and kids in particular can and should behave. Shep's comments to Teeny the pig and Angora the cat, as well as to the kids' various mounts, helps to explain many of the social issues inherent in the our young riders face, as well as to underline and reinforce important lessons.

Ultimately, *Horseland*'s attractive, engaging preteen characters involved in clear, concrete actions that model appropriate prosocial behaviors, in combination with the questions, comments, observations, and explanations of the stable's various four-legged inhabitants provide clear, powerful prosocial educational messages in the context of a highly entertaining, animated television series.

Horseland:

Educational issues and log lines

HL101 - FIRE, FIRE BURNING BRIGHT

E/I issue(s): responsibility

E/I synopsis: The gang is going camping, and everyone is assigned duties for which they are responsible. When Chloe and Zoey fail to fulfill their responsibilities, the result is a disastrous forest fire and a race to escape the flames. The sisters learn a hard lesson about the importance of meeting one's responsibilities.

HL102 - WIN SOME, LOSE SOME

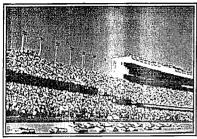
Educational issue: being a good looser; accepting responsibility for one's own actions

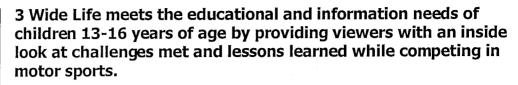
Educational synopsis: Alma is so sure that she is going to win the jumping competition that she fails to practice or to pay attention. Her performance suffers, and to make matters worse, Chloe is doing great. Then, when Alma discovers one of the judges is an old "friend" of Chloe's mother, she is sure the fix is in and that Chloe is winning by cheating. When it turns out that the old friend is more of an old acquaintance, who does the sisters no favors Chloe has to eat a little crow for accusing Chloe of winning by false pretenses. More important, she has to take responsibility for her own poor performance.

HL103 - YOU CAN'T JUDGE A GIRL BY HER LIMO

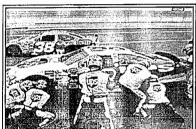
Educational Issue: stereotypes; jumping to conclusions

3WL MISSION STATEMENT





3WL looks at current NASCAR teams, crew members, business personnel and drivers who share their experiences, advice, and stories, educating teens and providing an in-depth look at the hard



work and dedication it takes to achieve their goals. Overcoming Adversity - Meet role models who have achieved their goals by overcoming adversity or physical disabilities.

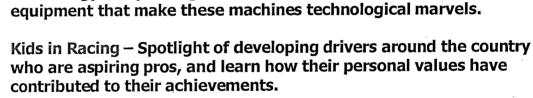


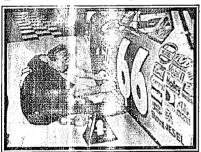
Crew Review – Demonstrates the importance of teamwork by taking the viewer inside the workings of modern crew members.



Racing as a Career - Find out what internships, education and professional experience is needed to find yourself working on a racing team, either in competition or in business management

Technology – Explaining the technical aspects of racing, the



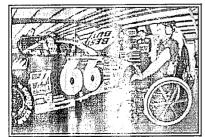


Racing Roots - Where racing begins; local short tracks and amateur series for kids and teens.



Business of Racing - What it takes to make a team operate, how sponsorship works, business management, problem solving, exploring marketing opportunities, providing insight and and explanation about the sport of motor car racing.

Cause – Team and sponsor philanthropies, and how the racing community helps out to improve the lives of others.



More Information: Randee at randee_m@cox.net / 602.769.8736



USEFUL INFORMATION FOR COMPLETING THE CHILDREN'S TELEVISION PROGRAMMING REPORT FORM 398

"KID GUIDES"

FCC E/I Core Programming
Target Age Group: 13 - 16 year olds

Describe the educational and informational objectives of the program and how it meets the definition of Core Programming:

"Kid Guides" is a series "for" kids "by" kids.

This award-winning, action packed series takes kids behind the scenes of some of the top zoo, aquariums, museums, and other destinations in the world.

Our kid guides learn about the workings of the locations as well as the science behind what it takes to run the places. Whether it is learning about how to care for a white tiger, how to be a zoo keeper, how to handle snakes, or how to take underwater pictures, our hosts dive right in.

KID GUIDES AWARDS

Parents Television Council

Kid Guides received the "Seal of Approval" from the Parents Television Council (PTC). The PTC's mission is to promote and restore responsibility and decency in the entertainment industry.

Emmy® Awards

The Ft. Worth Zoo Episode of Kid Guides won the show an Emmy® in the Children/Youth/Teen (19 and under) category at the 48th Emmy® Awards.

Parents' Choice Foundation

Kid Guides received The Parent's Choice Approved seal from the Parents' Choice Foundation. A Parents' Choice Approved seal indicates a wholesome product that helps children enjoy developing physical, emotional, social or academic skills.

Worldfest Houston International Film Festival

Kid Guides won a Gold Remi Award at Houston's Worldfest International Film Fesitval. WorldFest is one of the oldest and largest film & video competitions in

the world.

World Media Festival

Kid Guides received the Intermedia-globe Silver Award for Children's Edutainment at the World Media Festival in Hamburg, Germany.

Telly Awards

Kid Guides won two Telly Awards in 2006. The Telly Bronze was awarded for both the Travel and Children's Series categories.

KIDS FIRST!®

Kid Guides received the "Endorsed Title" Two Star rating from KIDS FIRST!® for the Downtown Aquarium episode.

International Family Film Festival Award

Kid Guides won the Best Educational TV Award at the International Family Film Festival (IFFF). Described as the Most Relatable Show for Children. The IFFF honors the best family entertainment in the world.

KID GUIDES EPISODE SYNOPSIS 2007-2008

Episode 301 – National Zoo in Washington, DC

Matt and Brittney travel to the National Zoo in Washington, DC. They get to see many of the zoo's 300+ species of animals, with in depth experiences learning how to care for pandas, how to handle venomous snakes, learning why poison dart frogs are critical to their environment, and how to care for elephants. On Explorer's Corner, Matt and Brittney learn what it takes to be an animal keeper at a zoo. We learn more details about pandas in our Animal Star segment.

Episode 302 – Franklin Institute in Philadelphia, Pennsylvania

Matt and Brittney travel to Philadelphia to visit the Franklin Institute Museum. In addition to exploring the museums world leading attractions, they learn about hearts and go through a giant heart, they learn about how fireworks work, they use science to show how to shoot an egg without breaking it, and of course they meet up with Ben Franklin, who teaches tells them about electricity. On Explorer's Corner, Matt gets an ultrasound examination to learn about blood circulation. Benjamin Franklin is featured in our Animal Star segment.

Episodes 303 and 304 – St Louis Zoo in St Louis, Missouri

Matt and Brittney travel to St Louis to visit the country's top ranked zoo. Here they see the hundreds of animals that the zoo has to offer. In addition, Brittney

participates in a Sea Lion show, Matt and Brittney learn about great apes and efforts to save orangutans in the wild, they learn about caring for penguins, they feed some laurakeets, get to feed otters behind the scenes, and help to care for and release butterflies. In Explorer's Corner, Matt and Brittney learn about the zoos effort to save the American Burying Beetle. The Animal Star is the Black Rhinoceros.

Episode 305 – Downtown Aquarium in Houston, Texas

Matt and Brittney travel to Houston to visit the Downtown Aquarium. Here they see an alligator feeding, learn about the ecology around oil rigs, help to create toys for White Tigers and then watch the tigers play with the toys, participate in feeding sharks, and play some games. Matt really gets into things, when he dons scuba equipment and helps to clean some tanks. On Explorer's Corner, Matt and Brittney get behind the scenes with the White Tigers and help to train and feed them. The show's Animal Star is the piranha.

Episodes 306 - Ft Worth Zoo in Ft Worth, Texas

Matt and Brittney travel to Ft Worth to visit another top ranked zoo. This time they see a really wide variety of animals. Their hands on activities include making enrichment items for orangutans and watching them eat them, watching an elephant painting session, feeding and petting giraffes up close, feeding a wide variety of birds, learning about otters and bears, and participating in a bird of prey training session. In Explorer's Corner, we get more details about enrichment items for animals. The Animal Star segment features flamingos.

Episode 307 - Shedd Aquarium in Chicago, Illinois

Matt and Brittney travel to Chicago to visit the Shedd Aquarium which is one of the top 2 aquariums in the US. They see a variety of fish. Their interactive sessions include learning about Caribbean reefs, feeding large fish, learning about crabs from around the world, and participating in the water with a whale training and feeding session. In Explorer's Corner, Matt and Brittney help out with physicals on sharks. The Animal Star is the Japanese Spider Crab, which is the largest crab in the world.

Episode 308 – Monterey Bay Aquarium in Monterey, California

Matt and Brittney travel to Monterey to visit the country's other top aquarium. Here they learn all about the fish off the waters of California Coast. Our interactive segments include learning about the reefs off of California, Matt cleaning up poop in a ray tank, and both Matt and Brittney putting on scuba gear to explore the aquarium's outdoor animal exhibits from the inside. Explorer's Corner features Matt and Brittney going behind the scenes of the aquarium's world renowned jelly fish program. The Animal Star is the Tuna.

Episode 309 – The International Spy Museum in Washington, DC Matt and Brittney go undercover in Washington, DC, the espionage capital of the world, at the International Spy Museum. Here they take part in Operations Secret

Slumber where kids spend the night at the museum and perform a variety of missions to uncover the mole in their midst. They see the museum as they learn to disguise themselves and send secret messages. They learn spycraft to create their own dead drops. They even interview a real spy who worked undercover in the Middle East. In Explorer's Corner, Matt and Brittney teach kids how to create their own secret codes. Our Animal Star for the show is the Ninja.

Episode 310 – Kids Sea Camp Certified Kids Program in Curacao In this episode, Matt refines his scuba skills by attending the certified kids program at Kids Sea Camp in Curacao. Matt dives Caribbean reefs to learn about underwater ecology, fish identification, underwater navigation, underwater photography, and a variety of other skills. Highlights of Matt's dives include diving in open water with dolphins and sea lions, seeing sea horses and moray eels, feeding sharks, wreck diving at one of Curacao's premier dive sites, as well as being swarmed by rays. Viewers learn along the way a lot about diving.

Episode 311 – Dolphin Academy in Curacao

In this episode, Brittney goes to Curacao to attend the Dolphin Academy, where she learns to be a dolphin trainer. She learns to prepare food for the dolphins and care for them. Throughout her week there, she gradually learns to perform dolphin tricks and takes part in dolphin shows at the Curacao Seaquarium. By the end of the week, Brittney is performing the dolphin shows while being in the water with the dolphins. Also, Brittney learns to scuba dive throughout the week, and viewers learn with her what it takes to get scuba certified.

Episode 312 – SEAL team at Kids Sea Camp in Curacao

In this episode, we are introduced to Jason, our youngest Kid Guide. He attends the SEAL team class at Kids Sea Camp, which is for kids aged 8-9. Jason learns to scuba dive throughout the show, going through different missions along the way. He participates in night dives, dives with groupers and rays, and in his final, dives in the open ocean. He also explores the Curacao Seaquarium and has dolphin and sea lion encounters along the way.

Episode 313 – Georgia Aquarium in Atlanta, Georgia

Matt and Brittney travel to the Georgia Aquarium, the top aquarium in the world, in Atlanta to see the prized whale sharks. They learn about the sharks as they feed them behind the scenes. They also learn what goes into the maintaining the largest fish tank in the world. Matt and Brittney also feed beluga whales and an octopus. They also get behind the scenes at the aquarium's 4-D live show and meet the star of the show.

Episode 314 – Homosassa Springs State Wildlife Park

Matt and Brittney travel to Homosassa, Florida to a park that features animals only from Florida. Here they feed bears, learn about alligators and bald eagles, and meet a hippopotamus that was declared a resident of Florida so that it can remain in the zoo. They also help prepare food for the zoo's manatees, and then

get in the water to hand feed them.

Episode 315 – Florida Aquarium in Tampa, Florida

Matt and Brittney travel to Tampa to see the Florida Aquarium. Matt wastes no time as he dives into the shark tank to learn first hand what it is like to be surrounded by a dozen sharks. There is nothing between him and the sharks. Brittney soon joins Matt as they dive in the Coral Reef tank. They then jump in the ray tank to learn about what it takes to care for stingrays. Matt and Brittney then learn about how to create a home aquarium.

Episode 316 – Miami Metrozoo in Miami, Florida

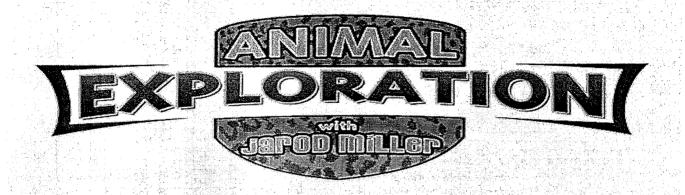
Matt and Brittney travel to Miami to experience one of the largest zoos in the world. They hand feed a rhinoceros, and get into the exhibit with giraffes and giant tortoises. A Twenty foot cobra then wraps the kids up, literally. The Metrozoo also has a huge aviary, and Matt and Brittney learn about a wide variety of birds.

Episode 317 – Diving with the Manatees

Matt and Brittney dive right into things as they travel to Crystal River, Florida where they snorkel with the manatees. They take a boat out and learn about the Crystal River ecology and why manatees congregate there. They play with manatees that literally play tag Matt and Brittney. Matt and Brittney quickly learn that they are snorkeling in waters with alligators as well. They also take a class to learn about manatees. To top off the show, and really learn about the manatee environment, Matt goes cavern diving to see the fresh water springs that provide the manatees their home.

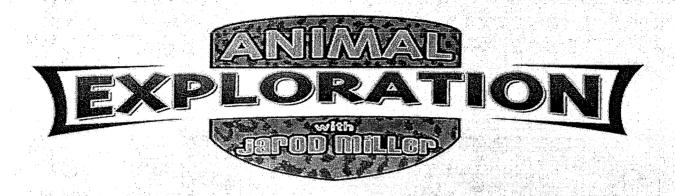
Episode 318 – Best of Episode

Matt and Brittney visit the Maryland Science Center in Baltimore, Maryland and revisit some of their favorite segments from the previous episodes as they go through the science center. We see Matt and Brittney feed tigers and giraffes. They also get in the tank with whales. They also show their favorite clips from Curacao, both diving and starring in a dolphin show. Matt and Brittney also reveal some of the behind scenes aspects of the show, and show some of their favorite bloopers.



AIR SCHEDULE 2007-2008 SEASON 4th Quarter

Week of:	Episode:	Title
September 24, 2007	Episode 301	Need For Speed
October 1, 2007	Episode 302	Animal Glants
October 8, 2007	Episode 303	Camo, Ammo & Other Amazing Skills
October 15, 2007	Episode 304	Family Ties
October 22, 2007	Episode 305	Survival of the Fittest
October 29, 2007	Eplsode 306	Creepy Critters
November 5, 2007	Episode 307	Animals in the Extreme
November 12, 2007	Episode 308	Great Animals with Gross Habits
November 19, 2007	Episode 309	Unusual Allas
November 26, 2007	Episode 301-R	Need For Speed
December 3, 2007	Episode 302-R	Animal Glants
December 10, 2007	Episode 303-R	Camo, Ammo & Other Amazing Skills
December 17, 2007	Episode 304-R	Family Ties
December 24, 2007	Episode 305-R	Survival of the Fittest
December 31, 2007	Episode 306-R	Creepy Critters
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Synopsis of Programs

Need For Speed (#301) . Location: Miami, FL

Speed is the name of the game. Jarod explores fast animals and why their speed helps them to survive.

Animal Giants (#302). Location: Miami, FL

Size matters. especially when it comes to survival. Jarod explores large animals and how their size contributes to their ability to survive.

Camo, Ammo & Other Amazing Skills (#303) . Location: Miami, FL

Jarod explores animals that use different methods of protection and camouflage to help them survive.

Family Ties (#304) . Location: Miami, FL

Jarod explores animals that share a strong resemblance to human habits or anatomy. From an interest

in shiny objects to opposable thumbs, these animals can seem just like us.

Survival of the Fittest (#305). Location: Miami, FL

Jarod explores animals that have evolved to be particularly well suited to their environments. From rapidly changing animals to those that have changed little over millions of years, these animals are an excellent fit for their environment.

Creepy Critters (#306). Location: PA, NY, NJ

Jarod explores animals people might tend to think of as .creepy,. and looks at how their distinctive appearances and habits help them to survive in nature.

Animals in the Extreme (#307) . Location: PA, NY, NJ

Jarod explores animals that are able to survive in extreme environments. From bitter cold to scorching heat, these animals are uniquely suited to their unusual habitats.

Great Animals with Gross Habits (#308) . Location: PA, NY, NJ

Jarod explores animals and some of their lifestyles, habits or mannerisms that people might tend to think of as .gross.. From eating carrion to projectile poop, these animals have some unusual behaviors.

Unusual Alias (#309). Location: PA, NY, NJ

Jarod explores animals with unusual names and how they earned them. For example the Bearcat is neither a bear nor a cat . so why is it a Bearcat?

Animals in the Nose (#310) . Location: PA, NY, NJ

Jarod explores animals that have distinctive noses whether for their great sense of smell, the unusual uses, or simply the size or shape of their nose.